

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	18	@PD>="20041109" AND ((operat\$3 ADJ member) SAME (detect\$3 NEAR2 position) SAME control\$4)	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:16
L2	1	@PD>="20041109" AND ((operat\$3 ADJ member) SAME (detect\$3 NEAR2 position) SAME control\$4 SAME (lens NEAR2 driv\$3))	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:16
L3	0	@PD>="20041109" AND ((lens NEAR2 (move\$1 movable moving)) SAME (lens NEAR2 driv\$3) SAME (operat\$3 ADJ member) SAME (detect\$3 NEAR2 position) SAME controller)	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:17
L4	0	@PD>="20041109" AND ((lens NEAR2 driv\$3) SAME (operat\$3 ADJ member) SAME (detect\$3 NEAR2 position) SAME controller)	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:17
L5	2	@PD>="20041109" AND ((lens SAME (move\$1 movable moving)) AND (KANEDA-naoya.IN. NAKAMURA-hidekazu.IN. SATO-koji.IN.))	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:18
L6	1	@PD>="20041109" AND ((lens SAME (move\$1 movable moving) SAME variable) AND (KANEDA-naoya.IN. NAKAMURA-hidekazu.IN. SATO-koji.IN.))	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:18
L7	1	@PD>="20041109" AND ((lens SAME (move\$1 movable moving) SAME variable ADJ power) AND (KANEDA-naoya.IN. NAKAMURA-hidekazu.IN. SATO-koji.IN.))	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:18
L8	0	@PD>="20041109" AND (((operat\$3 ADJ member) SAME (detect\$3 NEAR2 position) SAME control\$4) AND (KANEDA-naoya.IN. NAKAMURA-hidekazu.IN. SATO-koji.IN.))	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:20
L9	0	@PD>="20041109" AND ((operat\$3 ADJ member) SAME (detect\$3 NEAR2 position) SAME control\$4 SAME (lens NEAR2 driv\$3))	EPO; JPO; DERWENT	OR	OFF	2005/03/04 08:20
L10	10	@PD>="20041109" AND (359/694).CCLS.	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:21
L11	9	@PD>="20041109" AND (359/696).CCLS.	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:22
L12	2	@PD>="20041109" AND (359/697).CCLS.	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:22
L13	5	@PD>="20041109" AND (396/85).CCLS.	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:22
L14	2	@PD>="20041109" AND (396/87).CCLS.	US-PGPUB; USPAT	OR	OFF	2005/03/04 08:22